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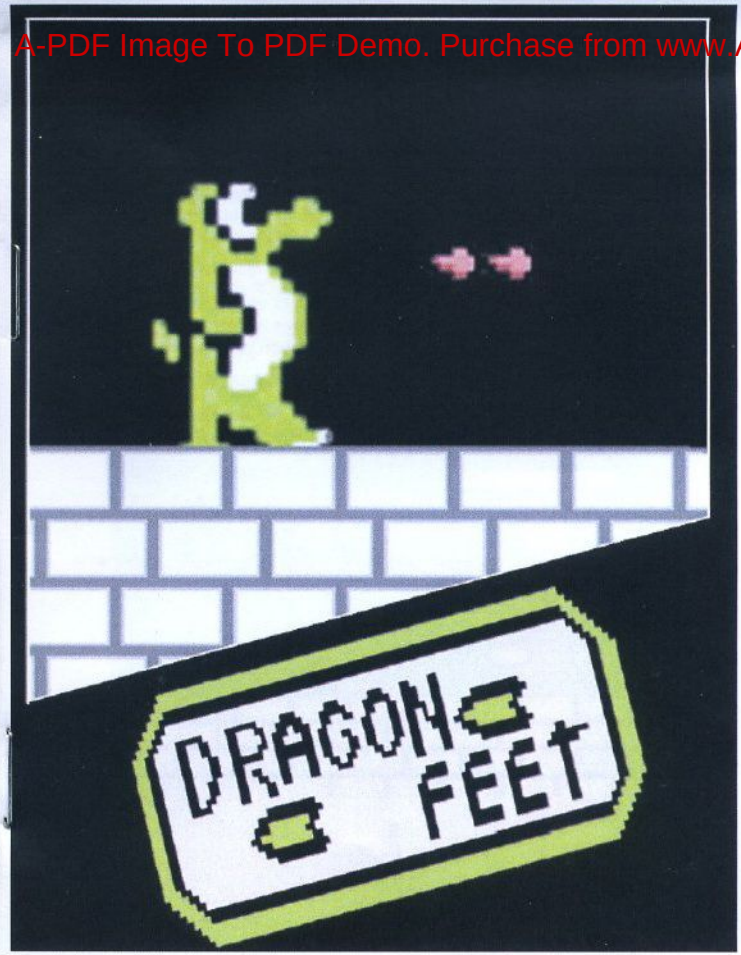
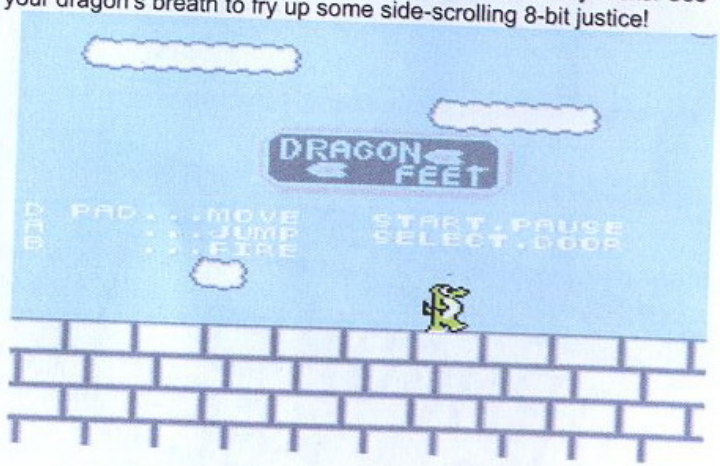


Story

Your mother, the great green dragon, was slain by the white knight. But you're not the kind of dragon to just sit in a cave and pout in your old eggshell. Your wings haven't grown out yet, but you're ready for anything. Use your feet to jump over boulders, run through the deep forest, and navigate the castle maze to the top of the great castle where the white knight makes his lair.

You won't be alone. Behind mysterious doors lurk other monsters. They will give you strange items and cryptic clues to help you in your quest. You won't go hungry either. Fry a knight with your dragon breath, you can eat what's left.

So don't let this fairy tale end the way it does in the storybooks! Use your dragon's breath to fry up some side-scrolling 8-bit justice!

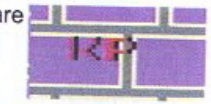


Controls

- Press the D-Pad right to move the dragon right.
- Press the D-Pad left to move the dragon left.
- Press the D-Pad down to burrow into the dirt. Only the dragon's tail will be visible on the screen. You won't be able to move but you will be safe from enemy attacks.
- Press the A button to jump.
- Press the B button to shoot a bolt of flame.
- Press SELECT to open a mystery door (the black box with the question mark). The buttons A, B or pressing up on the D-pad will also open a mystery door.
- Press START to pause the game.
- Press START when finished reading dialog to continue the game.

How do I find the white knight?

Look in the top-left corner of your screen. There are two letters. These letters determine your location.



The first letter is the area you are currently in.

Letter	Area
A	The Green Forest
B	Outside the Castle Wall
C	Dirt Cave Beneath the Castle
D through K	Inside the Castle Maze
L	The Roof of the Castle

The second letter is the screen you are in. Each area is 26 screens long. The screens go from A to Z.

The only way to travel between areas is to use a mystery door. These are the black doors with the white question marks. Press SELECT, up, A or B to enter a door. But you don't know where the mystery door will take you until you enter it! If the mystery door leads you to a new area, you will start at screen A.

Not all mystery doors lead to a new area. Some lead to a monster who may talk to you. That monster may even give you a gift! Gifts appear beneath the two letters in the upper-left hand corner of the screen. Press START when you are done reading the dialog to return to the game. Other mystery doors are guarded by a knight. The knight appears when you try to enter the guarded door. Once you defeat the knight, you enter the next area.

Food

When you fry a bird or a small knight with your dragon breath, cooked food is left on the screen. Walk into this food to consume it. The words "YUM!" may appear on the screen for a short period of time.

Helpful Hints

Unless you have a really good memory, you may want to have a pencil and a piece of paper handy when playing this game. Remember to write down where the mystery doors lead you.

Example: The mystery door in AU (forest, screen U) leads to BA (castle wall, screen A). AU → BA

Game Over

If you get hit by a enemy on the screen, the little dragon falls apart and the "game over" screen appears. Press START to continue. Your continues are unlimited. You will stay in the same area you are currently in. You will keep any items you have accumulated. However, you will be moved back to the first screen of the current area you are in. Example: If you die in BL, you will start again at BA.

NOTES

Software Version History - Dragon Feet

Version	Date	Description
1.04	12/29/11	Only 4 of these were made. They had a non-glossy label (some got glossy labels later). Two were given away to friends, one of whom suggested I release the game. One was given away as payment for glossy labels. This picture was mistakenly put on the TooManyGames website, even though I had sent them the glossy label picture (below).
1.06	01/28/12	26 made for sale at TooManyGames (6/15/2012 to 6/17/2012). All have glossy labels. 22 copies sold, 2 copies were given away as prizes, and 2 sit in my game room. • Title screen fix
1.07	06/23/12	50 made for sale online (NA). Has NA symbol added to glossy label and clear case. • Version number added to title screen. • Pause button fix. • Fire button more user friendly. • Doors open with SELECT, or A, or B, or UP.

Special Thanks (using only first names to protect the innocent)

Thanks to my wife Lisa (for not killing me), Matt, Anne, Paul, Heather, little Vincent, Christie-Anne, everyone who volunteered and attended TooManyGames 2012, and the creature who had the most influence on this game, my dog Gidget as she was ripping my shoelaces trying to get at my toes during a good 50% of the coding.

Stuck? Need a hint? Interested in future NES releases? Dog ate your cartridge? I'm not really good at training miscreant pooches, but for hints, news and other reasonable requests send an email to dragonfeetvg@gmail.com .